

Listing Of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

- Sub. C >
1. (Currently Amended) A method of conducting a game of chance on a gaming machine controlled by a processor, the method comprising:
- receiving a wager;
- displaying an array of locations individually selectable by a player and the processor;
- receiving alternating selections by the player and the processor of unoccupied ones of the locations in the array for placement of respective first and second symbol types, each selection of the processor randomly determined after applying a weighted probability for achieving a winning outcome to each unoccupied ones of the locations, the weighted a probability of using a winning strategy for the selections ~~by the processor~~ varying with successive ones of the selections by the processor;
- and
- awarding a payout based on an outcome of the game.
2. (Currently Amended) The method of claim 1, wherein the weighted probability increases the probability of a winning outcome for ~~of using a winning strategy for the selections by the processor~~ the processor ~~increases~~ with successive ones of the selections by the processor.

3. (Currently Amended) The method of claim 2, wherein the weighted probability increases the probability of a winning outcome ~~of using a winning strategy for the selections by the processor increases of using a winning strategy for the selections by the processor~~ by about 10 percent with each successive selection by the processor.

4. (Original) The method of claim 1, wherein displaying the array of locations includes displaying the array of locations on a video display.

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β 5. (Original) The method of claim 1, wherein awarding a payout includes awarding a first payout for a win by the player, a second payout for a win by the processor, and a third payout for a draw.

6. (Currently Amended) A game of chance for a gaming machine controlled by a processor in response to a wager, the game comprising:

an array of locations individually selectable by a player and the processor;

means for receiving alternating selections by the player and the processor of unoccupied

ones of the locations in the array for placement of respective first and second

symbol types, each selection of the processor randomly determined after applying

a weighted probability for achieving a winning outcome to each unoccupied ones

of the locations, the weighted probability ~~a probability of using a winning strategy~~

~~for the selections by the processor~~ varying with successive ones of the selections

by the processor; and,

means for awarding a payout based on an outcome of the game.

7. (Currently Amended) The game of claim 6, wherein the weighted probability increases ~~the probability of a winning outcome of using a winning strategy for the selections~~ by the processor increases with successive ones of the selections by the processor.

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B 8. (Currently Amended) The game of claim 7, wherein the weighted probability increases ~~the probability of a winning outcome of using a winning strategy for the selections of using a winning strategy for the selections~~ by the processor increases by about 10 percent with each successive selection by the processor.

9. (Original) The game of claim 6, wherein the array of locations is displayed on a video display.

10. (Original) The game of claim 6, wherein the means for awarding a payout includes means for awarding a first payout for a win by the player, a second payout for a win by the processor, and a third payout for a draw.

11-23. (Withdrawn)